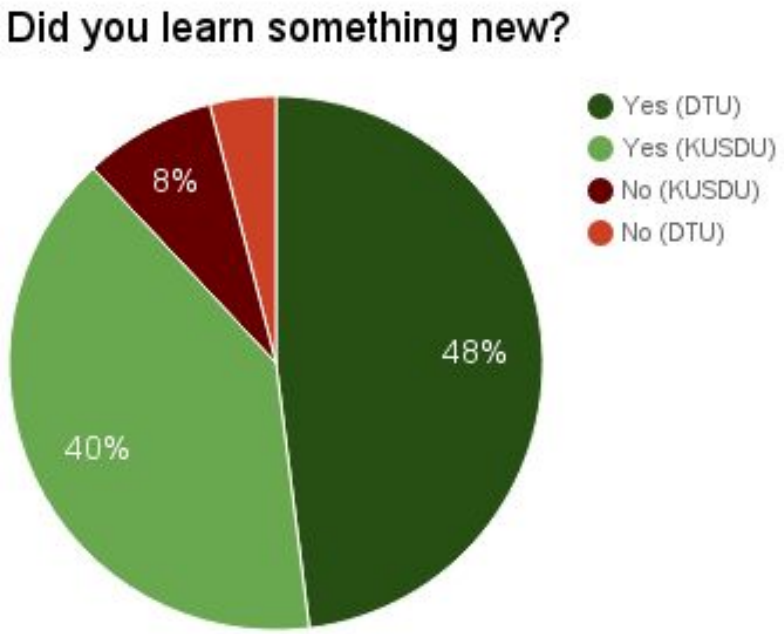
Biobrick Tutorial

Evaluation

Participation

- 25 responses overall
- 13 DTU
- 12 from KU & SDU

General Questions



100 % liked the tutorial

100% say what they learned will be useful for their participation in iGEM

“More information about **the point of the tutorials** and how we could use these tutorial in our project and **not just helping Victor** and his group with their project.”

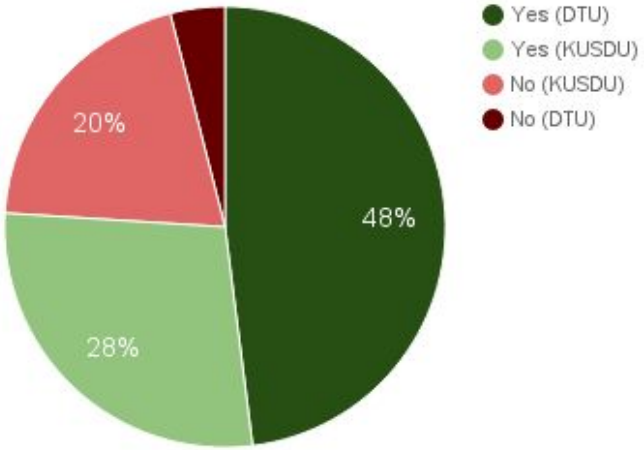
“There wasn't lots of planning and structure in the lab. It was also "**too easy"**, in the practical lab.”

General Questions: Conclusion

Make people feel that it is all about the iGEM teams not Biotech academy

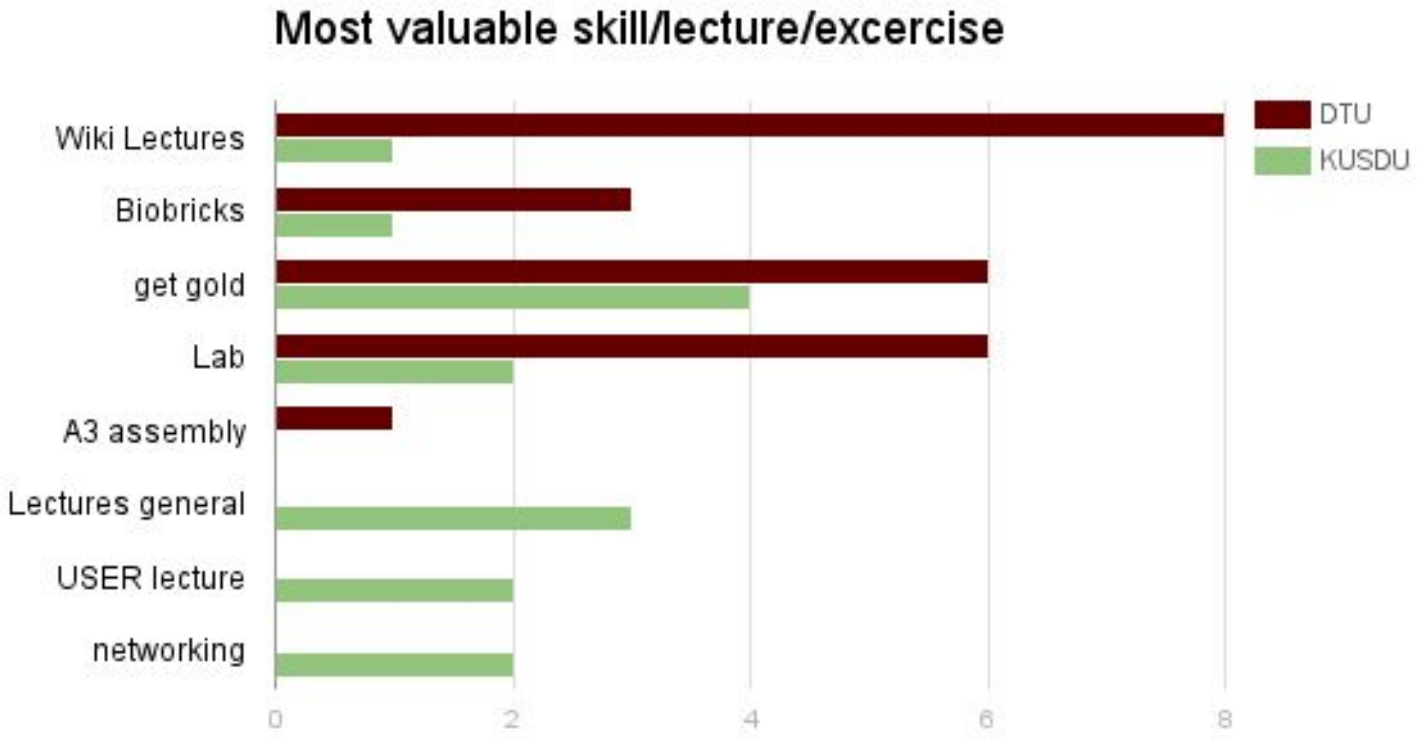
Balance Lab work. Make sure people cooperate

Did you feel well informed beforehand?



“I think that the information we got beforehand was **really nice**. It gave a **full overview** of what you have planned during the weekend.”

“But probably because our advisor didn't pass on the information you sent because he was not in charge of organizing the trip. So **make sure next year that you send to the right person**”

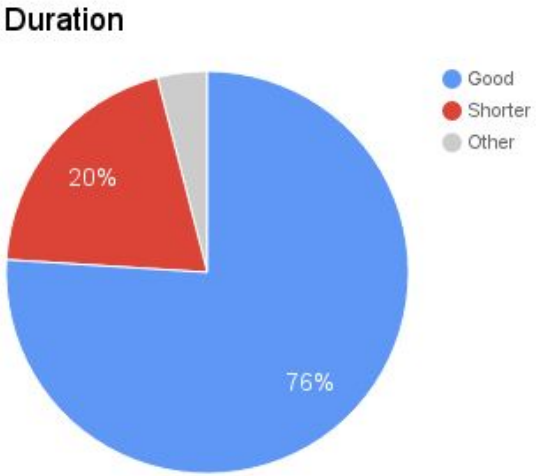

Most valuable skill/lecture/excercise
Wiki Lectures
Biobricks
get gold
Lab
A3 assembly
Lectures general
USER lecture
networking
0
2
4
6
8
DTU
KUSDU

Most valuable skill: Conclusion

Make a multiple choice question next year

Scheduling

Opening by Chris



“It was super nice!”

“cut short on the part about the significance of synthetic biology, expand the part about the activities for the weekend”

“It was very good, to get all the general information, on our arrival”

Lab: introduction and safety

“Very elaborate and thought out”

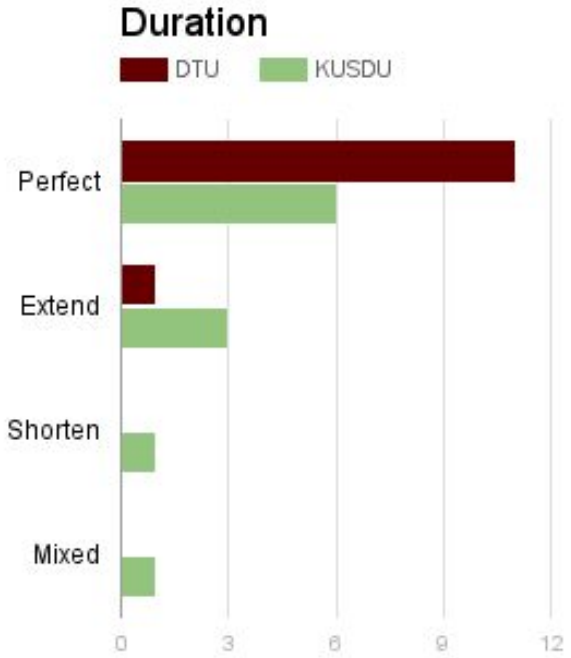
“It was nicely performed and didn't drag on.”

“For not bio-people I think it was adequate time spent.”

“It could literally be 5 minutes without loss. Just present the rules and hand out the forms.”

“Safety probably means a lot to DTU, i felt like it was a bit overkill [...] **We were tired though.**”

What is a Biobrick & Biobrick registry



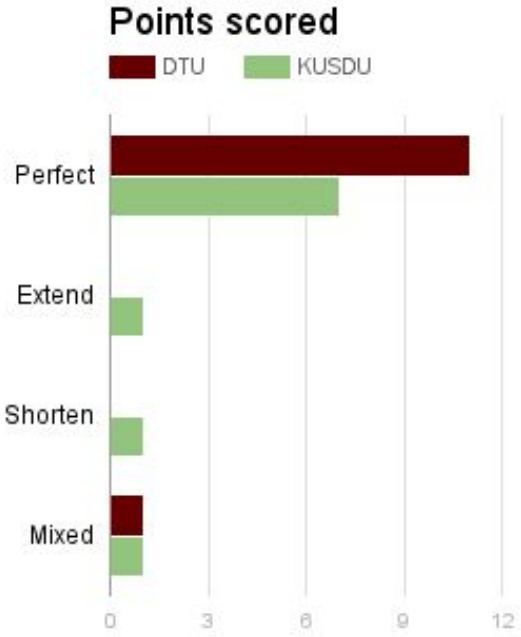
“how to describe the BioBricks and how to use the BioBrick in our own projects (compared to just making funny biobricks)”

“how the BioBricks were registried”

“It was sometimes hard to follow.”

“most general things could have been skipped.”

Lecture: Introduction to 3A assembly



“It was good, interesting.”

“Well presented.”

“I think most of it was **repeated from** the BioBrick **lecture Friday**. Otherwise, it was a good introduction to the lab work!”

Lab: Overall

Time:

People generally acknowledge that “It takes as long as it takes”

Lab: Good and bad

Good

Very organized, scheduling was perfect, very clear protocol, mixed team, helpful team mates and instructors

It was nice and easy.

Bad:

I didn't feel like I walked away with knowledge about what actually happened in the lab, to the extend I want.

No results.

Protocol was often unclear. Spent lots of time watching other people.

Too many people for too little work.

Lab: suggestions

Start lab work friday so we can work with our own transformants.

We have to make a detailed overview for next years team on how to plan the biobrick tutorial and how to order lab stuff etc. It took unnecessary long time that could have been avoided by better "handing over" from DTU biobuilders 2015.

use the standard IGEM kit for the digestion, transformation..

extend the evaluation and the point of the exercise in the coherence to use the lab exercise in our project and registrering it on the wiki.

Have a "beginner" team, for the non biopeople, with a "babysitter" to make sure we don't screw up majorly. This way, we might learn something, instead of just watching the biopeople work.

Lecture & Excercise: Primer design for USER cloning

“I really never understood the excercise and I don't think we went over it either”

“It was great to have the assignment. Problem solving helped bring together the groups.”

“think about the audience. dumb it down a little so that everyone can figure out what the exercise is about. and understand the tgeory behind it.”

Lecture: How to get gold in iGEM

How to Win Gold in iGEM" more based on judging experience and "intangibles" than on rules.

I liked it, but I allready knew alot about the medals. I would have been nice to do some branstorming cross teams.

Hopefully any iGEM team will have done this by themselves. Discussing it is always good though, but a lecture really isn't the way to go. It seemed very patronizing to me.

Advice on this stuff from a judge was educational.

Lecture: Wiki Design

Thøger should have been there

Dragged on a bit.

It was good to see examples of a good and bad wiki.

Lecture: Wiki-wizard

Wasn't deep enough, an exercise would be good

shorten the part about codes, expand on what a "wizard" is, and how to download and open teh wizard

with excercise

It was a bit rushed.

Also a bit slow/dry; could be better with demonstrations and links to coding resources.

Wrap-up

We didn't really have a wrap-up, besides the group picture. Maybe next year, it would be nice if we just talked through the stuff we had learned during the week real quick.

I did not feel like there was a real wrap up. It could have been good to evaluate of sum up the exercises that where done. How we could registrere these in the iGEM registry and how this could på integrated in our wiki.

Lectures: Good and bad

Good

high relevance

short and to the point

good preparation for iGEM

really well done setup and really relevant

the tutorial should be earlier next year so that all of the tutorial is relevant to everyone.

Bad:

Not much information about what should be done in the lab and what the point of it was.

long and sometimes poorly paced.

the user presentation was confusing

Not enough time to be outside

Lecture suggestions

More explanation about the point of the tutorial.

have more discussions /group work, maybe a bit less random groups and a bit more functional groups to solve certain tasks

Topics

How to apply for money

mathematical modelling of the systems

Trouble shooting in the lab

case studies

Arduino and DIY biology!

The pitching of the projects could have been extended for a more in depth discussion of the projects

Highlights

The talks about the BioBricks and the Wiki was the highlights of the workshop for me! It was really exciting. Also, to get to know the other iGEM team was exciting and fun.

Getting into a group of strangers and work together with a relevant part of IGEM

That we had time to sit in the sun and get to know each other!

it was fun and nice to meet everyone, and nice to hear about judging

The fun and games parts

Pitching

Lows

We were given timetables that weren't accurate, and we were asked to do presentations and games that we hadn't heard of in advance.

The days were very long. 9-18 is a fairly long time, and at least 1 hour of that could have been cut, preferably in the beginning.

nothing worked.

KU not showing up on the last day

Not knowing where I was supposed to be.

To much wait from time to time - not enough structure.

Social activities

Fair amount of games (if any change: more)

“more games! maybe more educational ones. the friday was pretty well done”

I wish I had been able to attend more than I did.

I think the games were good, but I would prefer to place them in the beginning of the day - to get to know each other and loosen up, instead of placing them in the end of the day where you are a bit tired.

I enjoyed meeting everyone.

Food and accommodation

“seperate the salt chips from the flavoured ones, otherwise there is no point in having salt chips at all, they'll just gain the flavour of the rest in the bowl.”

-> No real complains.

All very well organzied and working smoothly